FFF-G-001

SOKO·BANANA

INSTRUCTION BOOKLET

THANK YOU for purchasing Soko Banana!
We hope you will have many hours of fun solving all the puzzles.

This information only applies to the physical version of the game:
The game cartridge is compatible with both NTSC and PAL systems.
If the game does not start properly, press the RESET button 4-8 times to set the correct region.

FLIP FOR FATE

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STORY

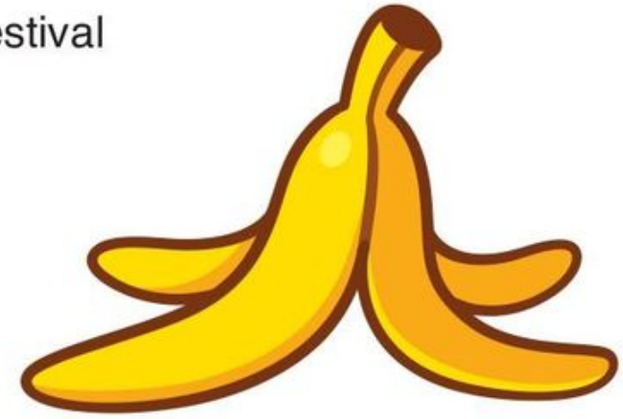
It's the first week of summer, and finally time for the Great Banana Festival. Soon, everyone in the whole village will join together in celebration of their favorite yellow fruit, but first there are lots of preparations to be made.

Everyone has been helping out getting the festival ready and almost everything is in place, when suddenly disaster strikes...

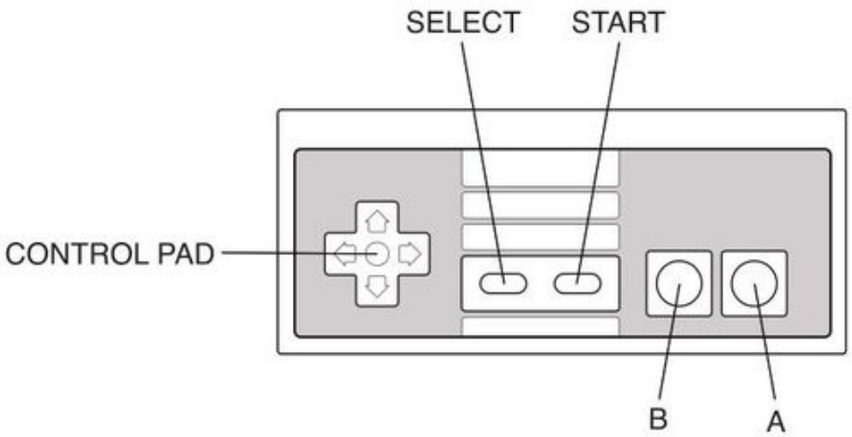
While preparing the fireworks, a young villager named Skid makes a big KABOOM, destroying all the bananas in the process!

Now the whole festival is in danger, and it's this young monkeys job to fix it!

Skid must travel far and wide to get new bananas and make the festival happen – can you help our clumsy hero?



CONTROLLING THE GAME



NAVIGATING THE WORLD MAP

CONTROL PAD	Select an island
START	Show the level menu

NAVIGATING THE LEVEL MENU

CONTROL PAD	Select a level
START	Play the selected level
SELECT	Return to the map

PLAYING A LEVEL

CONTROL PAD	Control Skid's movement
A or B	Push a crate in the direction Skid is facing
SELECT	Give up and return to the level menu

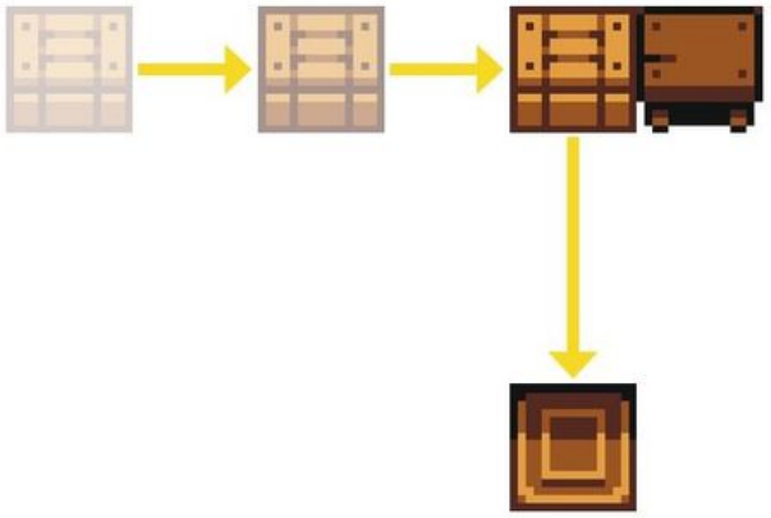
BASIC GAMEPLAY

The goal of the game is to push the banana crates around the level, and place them on a free crate target.

Use the game objects, such as solid blocks (or even other banana crates) to your advantage – but beware of any traps and pitfalls!

When all banana crates are placed on their targets, the level is cleared.

On each level there are three bananas, and if you manage to collect them all the BANANA LEVEL is unlocked.



OUT OF PLAY

In some situations, a banana crate can get out-of-play. If this happens, the level must be restarted. This happens if the crate:

- Falls into a pit
- Is placed on a target that already has a crate
- Is on top of an inactive switch block when it activates
- Is placed on a teleporter exit when another crate teleports there

The game will restart the level automatically when a banana crate is destroyed, but you can restart anytime by pressing the SELECT button.

THE WORLD MAP AND LEVEL SELECT SCREEN

The map shows all islands that are available to play. Clear all regular levels on an island to unlock the next one.

This screen shows all the levels for the selected island. Clear a level to unlock the next one.

You can also see how many bananas you have collected for each level.
Can you find them all?

THE GAME SCREEN

The number of collected bananas

The number of crates placed on a target

Current island and level number

Skid loves bananas, get them while you can!

A banana crate

Push the crates to these targets

Our hero, Skid!

Find out all about the different game objects on page 10

GAME OBJECTS

BANANA CRATE
Push all these to an unoccupied target to clear the level.

BANANA
If you see one – pick it up! But don't push a crate over it...

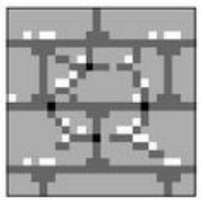
CHEST
Something good is bound to be inside. But how can it be opened?

SOLID BLOCK
Nothing gets pass this, but you can use it to your advantage.

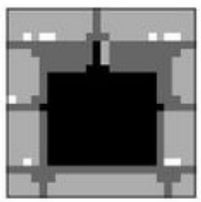
CRACKED BLOCK
Blocks the way for Skid, but can be smashed to smithereens by a crate.

Solid and cracked blocks can look different on different islands

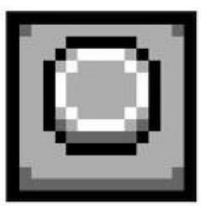
GAME OBJECTS



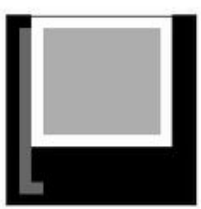
CRACKED FLOOR
When a crate passes over this, the floor will brake and create a pit.
If a crate stops on a cracked floor tile, the crate is out-of-play.



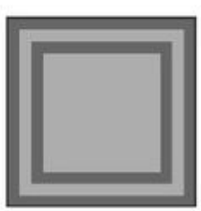
PIT
Beware! When a crate hits a pit, it will be out-of-play.
(Skid is smart enough not walk into one)



SWITCH BUTTON
Toggles switch blocks when a crate passes over it. All inactive will become active, and the other way around. After use, it becomes disabled.



SWITCH BLOCK
A switch block behaves like a solid block, but must be activated by a switch button.



INACTIVE SWITCH BLOCK
A switch block that hasn't been activated yet. Behaves like a normal floor tile.

GAME OBJECTS

TELEPORTER
Teleports a crate to the Teleporter Exit. Only designed to teleport crates, not monkeys.

TELEPORTER EXIT
Marks the exit for a teleporting crate.

STAR
Hidden somewhere in a cracked block, in the banana levels... can you find it?

CRATE TARGET
Place each banana crate on one of these.

CREDITS

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THANKS TO

Our Kickstarter backers

The NESmaker community

Joe Granato

CREATED USING

NESmaker

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Phaser

SPECIAL THANKS TO

Our families and friends ♥

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MEMO

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This game was made in Sweden, with the help of coffee, bananas and mazarin tarts.